ISBN: 0-590-98237-0
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Scholastic Guarantee

This computer program has been thoroughly tested by ***Scholastic*** among teachers and children and is designed to challenge, stimulate, and entertain your child. It reflects Scholastic's more than 65 years of experience in developing young minds.

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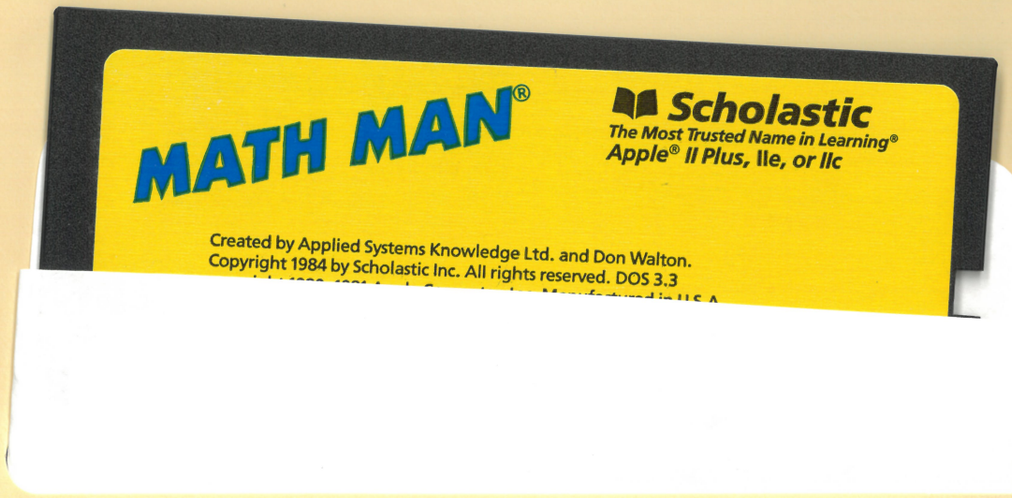
Software

Math Man®

Scholastic
The Most Trusted Name in Learning®

Apple® II Plus, *II*e, or IIc; disk drive; joystick (optional)


MATH MAN®
Scholastic
The Most Trusted Name in Learning®
Apple® II Plus, IIe, or IIc
Created by Applied Systems Knowledge Ltd. and Don Walton.
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MATH MAN™ Operation Card

Disk Loading Instructions

Place the *Math Man* disk into the disk drive. The label should face up and out. Turn on the computer.

To Start

Choose the *Math Man* or Self Test game. Use the joystick or the **Z** and **X** keys to choose, then press the joystick button or **RETURN.**

Use the joystick or the **Z** and **X** keys to select the level of difficulty for the game you choose. Then press the joystick button or **RETURN.** If you're just beginning, try level three.

If you choose the *Math Man* game, you must also select a speed. Choose Mr. Plod if you're just starting.

The Math Man Game

THE GOAL—At the start of each turn, two numbers will be posted at the top of the screen. The goal of the game is to turn the "total number" (top right) into the "target number" (top left). Use the numbers on the beams to do this. If you pick up **+5**, for example, the total number will have 5 added to it. If you pick up **x3**, the total number will be multiplied by 3.

Beware of the paint bucket. When it reaches the top of the screen, it overturns and drenches the screen in paint, ending your turn.

TO PLAY—Press the joystick button or the **SPACE BAR** to begin.

TO MOVE MATH MAN—Move the joystick in the direction you want to move. If you don't have a joystick, use the **Z** and **X** keys to run along the beams, the **;** (semi-colon) and . (period) keys to climb up and down.

SKILL Builders

Mystery Sentences®

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Apple II Plus with 48K, Apple IIe, IIc
TV or monitor
printer (optional)

COMPLETE

MYSTERY SENTENCES GRAMMAR GUIDELINES

In *Mystery Sentences,* a word's part of speech is determined by the way it func
although "running" is a form of the verb "to run," it functions as a noun in the fo

Running is good exercise.

In this case, "running" is also the subject of the sentence—the person, place, or thi
Any word that acts as a subject or object in a sentence is usually functioning as a

Unfortunately, English grammar can be a very tricky topic, and there are always
guidelines. In *Mystery Sentences,* the major exception to the "function over form"
tives are labeled. To avoid confusion, all infinitive form of verbs are labeled as infi
function in a sentence. For example, in the sentence "He always wanted to win," *to*
even though it functions as a noun (and the direct object) in the sentence.

NOUN: *the name of a person, place, thing, or idea*

Types	Examples	Sample Se
Proper	Jane, Minnesota	*Jane* took the N
Common	student, test	The *student* to N
Verbal	talking	*Talking* is their N

All words that function as nouns will be labeled N.

MYSTERY SENTENCES™
Scholastic
The Most Trusted Name in Learning
Apple® II Plus with 48K/IIe/IIc
Side 1: PROGRAM DISK
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ISBN: 0-590-97138-7
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SKILL Builders

Story Maker

Scholastic
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AWARD WINNING
Apple® Family 64K
Plus Special Apple 128K
Super Graphics Version

REQUIRED: AppleMouse, joystick, or KoalaPad™.
Use with Epson (with Grappler™), ImageWriter, or Scribe printers ONLY.

DO MORE WITH SKILL BUILDERS

A Parents' Guide

STORY MAKER

Scholastic
The Most Trusted Name in Learning

SIDE 1 *64K Apple® II Plus/IIe*

64K PROGRAM DISK

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Turn disk over for 128K Story Maker program.

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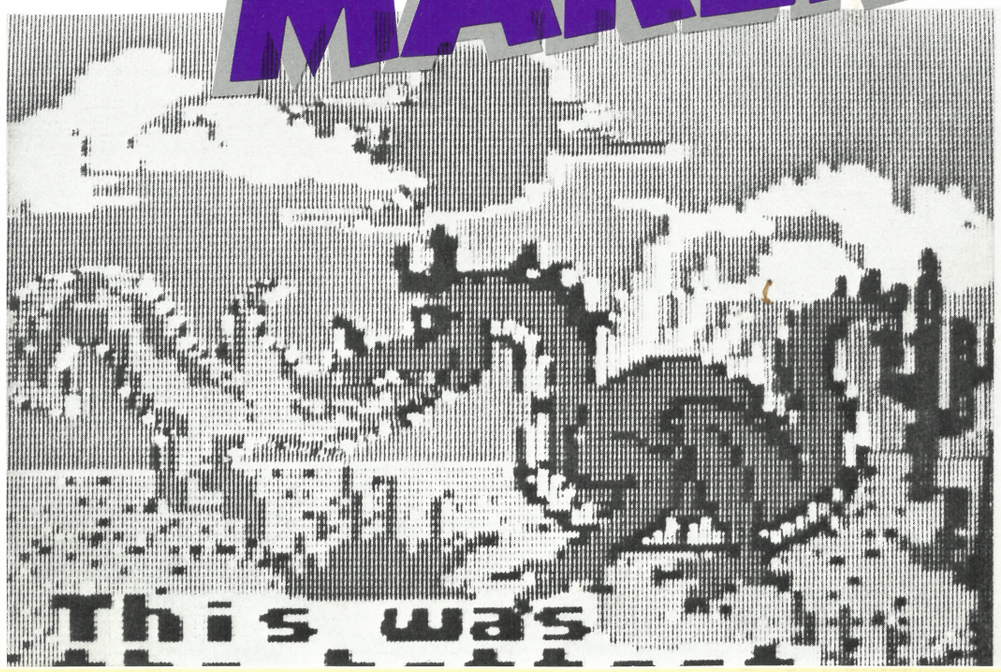
STORY MAKER



Software

Success With Typing

Apple® IIe or IIc, Franklin ACE 2000 series, 64K disk drive. Optional: printer, data disk.

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Success with Typing

Scholastic
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Apple® IIe or IIc

Side 1. Turn over for Side 2.
Version 1.2

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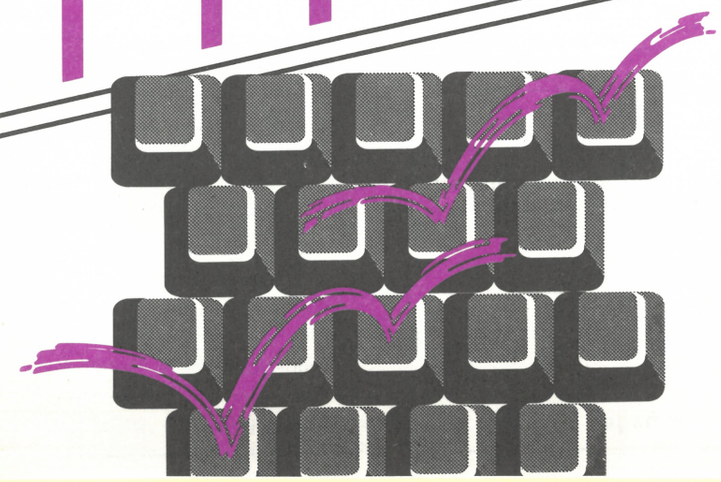
SUCCESS WITH TYPING